ACT LABS PC USB Sengital Gun Manual

Introduction

Congratulations on your choice of the ACT LABS PC USB Sengital Gun. This gun uses high speed USB motion sensing technology that brings PC shooting games to a new level of reality. Unlike the pixel cluster accuracy provided by ACT LABS Light Gun Technology, the ACT LABS PC USB Sengital Gun requires practice with its tilt motion control to increase accuracy. But, unlike the ACT LABS Light Gun, it does not require any light source from the monitor CRT and therefore can be played on any type of display.

Sengital Gun Cool Features:

- Will work with any type of monitor / display including plasma, LCD, TFT, and projector.

- No limit on distance (as far as you can see the display).

- No white flash when trigger is pulled.

- Autofire mode to help you achieve high score.

Components

ACT LABS PC USB Sengital Gun
(No CD-ROM or special drivers required)

Controls and Features

Gun Unit

The Sengital Gun has three buttons and one switch. Button 1 is the trigger while Button 2 is located at the back of the gun and is accessible with the thumb. Button 3 is the enable/disable button which allows user to switch the gun ON/OFF.

The Mode switch located on the left side of the gun is used to select Notebook/PC mode, TV/Large Monitor mode, and Projector mode. (Covered later in this manual).
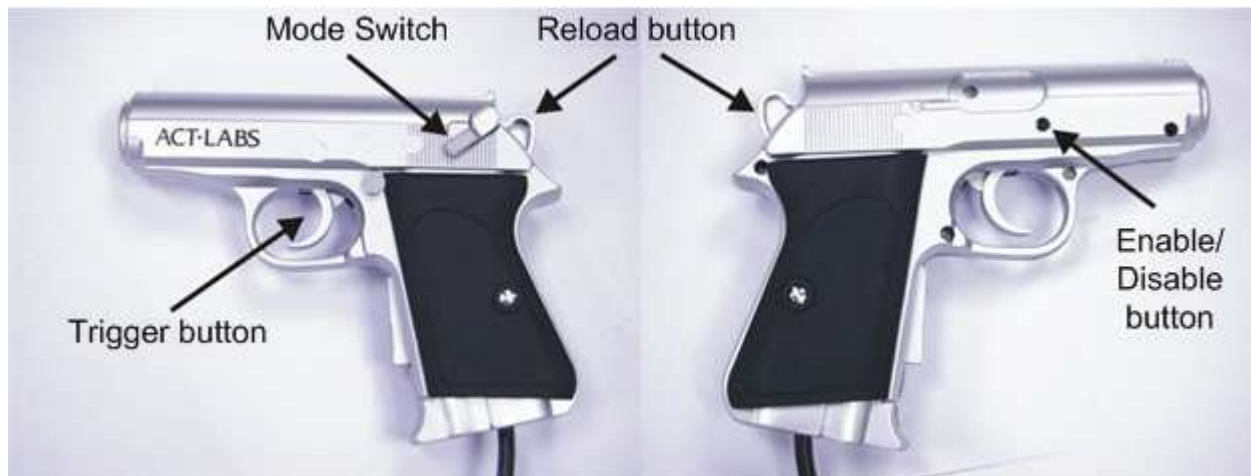
Hardware Installation

The ACT LABS PC Sengital Gun connects to your PC through the USB port.

It is a plug and play USB device. To set up the gun:

1. Connect the ACT LABS PC Sengital Gun to the USB port at the back of your computer (or USB hub if you have one) before you start your game.

2. After you plug in the gun to the USB port, you can see "ACT LABS PC GUN" in the right corner of the control tool bar. This means that Windows has found the new hardware and will start to install the driver automatically (see the following figure).
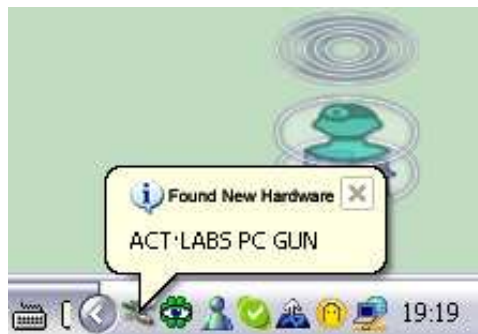
3. Select the appropriate mode (Note Book/ PC, TV/Large Monitor, Projector) by using the mode switch.

4. Move/tilt your gun (see more details below) to control the mouse cursor.

5. Start your game and enjoy!

Mode Selection

The ACT LABS PC Sengital Gun has 3 modes: Notebook/PC mode, TV/ Large Monitor mode, Projector mode.
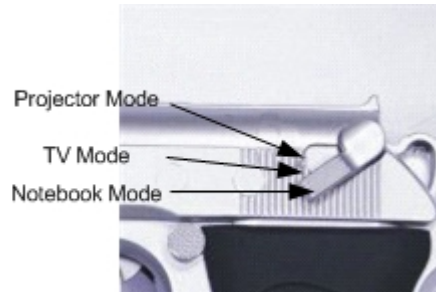
Hold the gun horizontally, point to the middle of the screen and the cursor will be in the middle of the screen. Based on the distance from the gun to the screen, the three modes represent three different sensitivities of the gun movement angles.

Notebook Mode is for distance 2-4 feet (about 0.7 to 1.3 meter) from the screen. TV / Large Monitor Mode is for 5-8 feet (about 1.6 to 2.5 meter). Projector Mode is for 9-11 feet (about 3 to 4 meter).
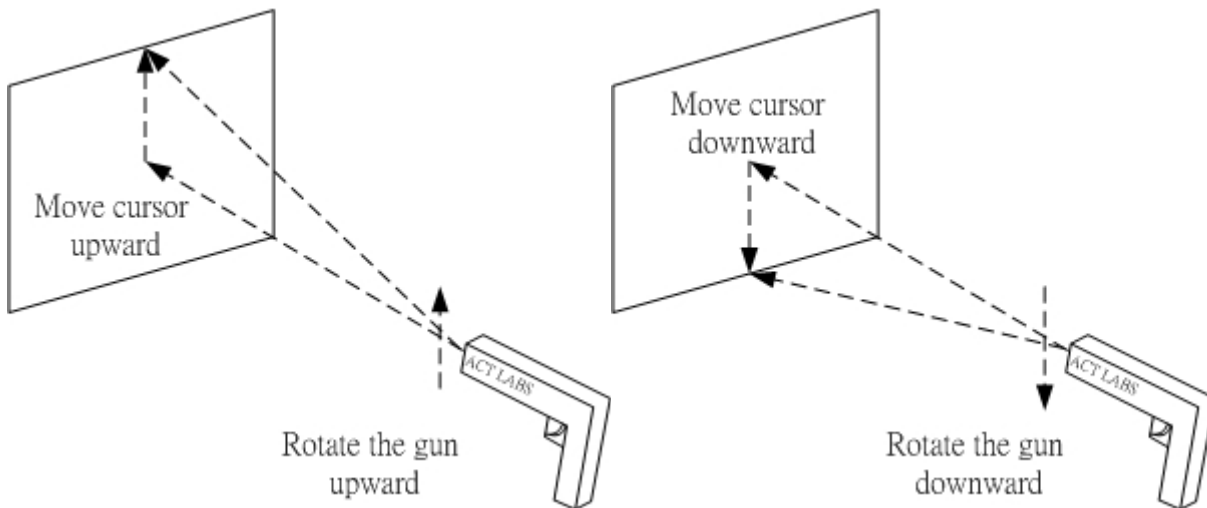
Projector

9-11 feet
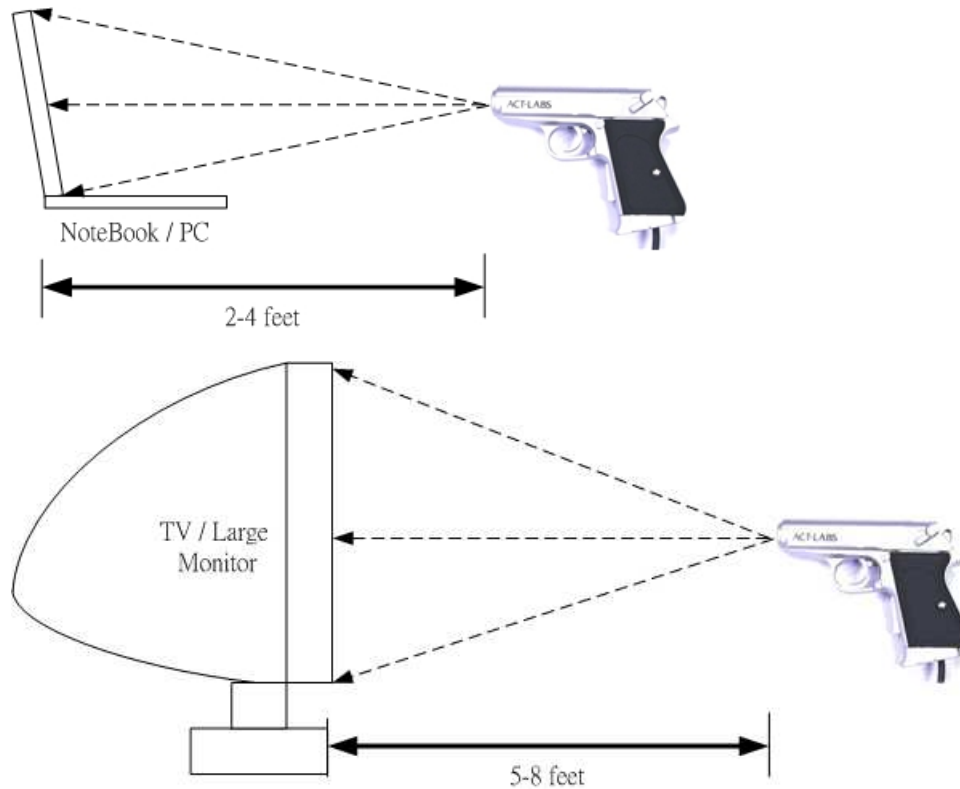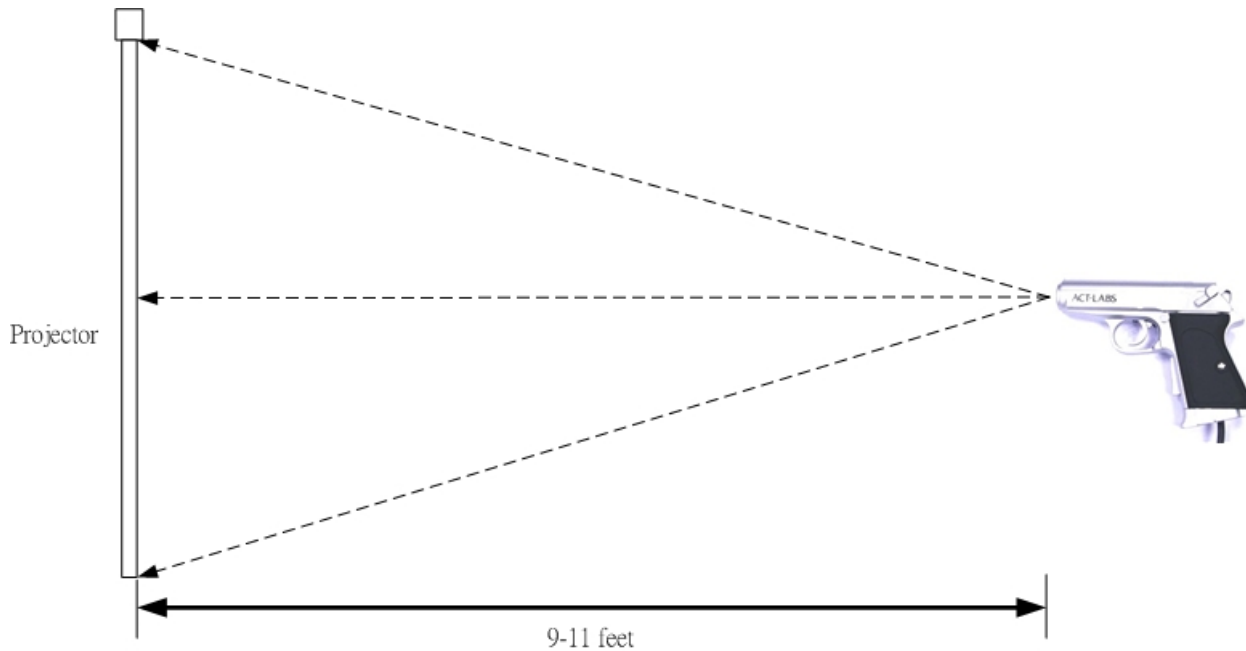
To confirm that you are in the right mode for your display, point the gun at the middle, and then turn up the gun. The pointer (crosshair/cursor) will move to the upper edge of the monitor while you point at the upper edge. Then point the gun to the lower edge of the display and the pointer will follow.

Gun Operation

The ACT LABS Sengital Gun is operated by the motion of the user. The user can rotate the gun in order to move the cursor of the mouse. The following figures show how it works.

Move cursor upward

Rotate the gun upward

Move cursor downward

Rotate the gun downward

Move cursor to left — Rotate the gun Anti-clockwise

Move cursor to right — Rotate the gun clockwise
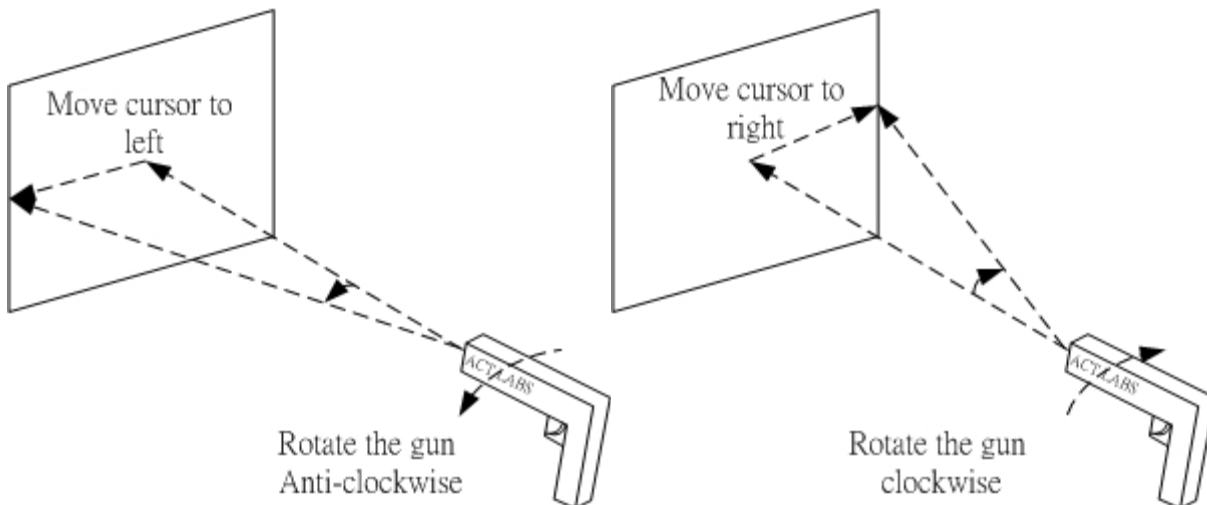
Auto Fire Feature

By pressing and holding the trigger button and then pressing the Enable/Disable button, it will enable/disable the auto fire feature. When enabled, you can hold the trigger button and fire continuously.

!!! Epilepsy Warning!!!

PLEASE READ BEFORE USING THIS PRODUCT OR ALLOWING YOUR CHILDREN TO USE IT.

Exposure to certain light patterns on a television screen or while playing computer games may cause some people to have epileptic seizures. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor before playing.

We advise that parents should monitor the use of video games by their children. If anyone playing a video game experiences any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, stop playing the game IMMEDIATELY and consult your doctor.

Precautions to take while playing:

- Sit as far away from the screen as your system set-up will allow
- Avoid playing if you are tired or have not had much sleep

- Make sure that the room in which you are playing is well lit
- Rest for at least 15 minutes per hour while playing a video game

FREQUENTLY ASKED QUESTIONS

Q. Will the ACT LABS PC USB Sengital Gun work with my laptop PC?
A. YES, the ACT LABS PC USB Sengital Gun can work with a laptop, TV screen, or even projector.

Q. Can I use the ACT LABS PC Sengital Gun with an LCD monitor or video projector?
A. YES. The ACT LABS PC Sengital Gun is operated by hand motion which will work with different kinds of screens.

Q. Can I use the ACT LABS PC Sengital Gun with my projection TV?
A. Yes. The ACT LABS PC Sengital Gun can work with a VGA video system.

Q: How many games will work with the ACT LABS PC USB Sengital Gun?
A: As of the release date, the PC USB Sengital Gun will work with over 500 games. Any game that can be played by mouse can be played by ACT LABS PC USB Sengital gun. This includes retail, java, flash, and emulator games.

Q: Will the gun work with House of the Dead 2 by Sega?
A: Yes. 100% absolutely!

Q: Will the gun work with shooting games under the MAME emulator?
A: Yes, provided that you are running the Windows version of MAME (MAME32).

Q: Will the gun work in DOS?
A: No, the gun requires DirectX, which is a Windows component. DOS is not supported.

Q: Can I use two PC USB Sengital Guns in tandem?
A: Yes, but using 2 guns in one PC system will control the same mouse pointer and will confuse the targeting system. We are working on a multi-player version.

Q: How does the PC USB Sengital Gun work?
A: The exact specifics of Sengital Gun technology can be found online using any search engine. In regards to our technology, that's a trade secret and we're not telling!

Q: Will the PC USB Gun work on a Mac.
A: Technically, the PC USB Gun should work on a Mac since it's designed as a generic HID interface controller. However, we do not specifically test on Macintosh computers and therefore we do not officially support MAC systems.

Q: Will the PC USB Gun work with Quake 3 or other First Person Shooting games?
A: First Person shooters rely on a freedom of motion throughout the entire field of vision (mlook) and any shot is always going to go to the center of your view. The PC USB Gun can work in an FPS game, but if you shoot an enemy towards the corner of the screen, the view will change so that the enemy is at dead-center and then the shot will be registered. It will work similar to auto-aim. We don't really recommend using the PC USB Gun with FPS games like Quake 3, Unreal Tournament, or Soldier of Fortune.

Q: Will the PC USB Gun interfere with my mouse?
A: Yes. The PC USB Gun functions as mouse and control the same cursor by either a Serial, PS/2 or USB mouse at the same time.

Q: Since it's a USB device, will the PC USB Gun work with a Playstation 2?
A: No, the PC USB Gun is PC only.

TROUBLESHOOTING

Q: I connect my PC USB Gun, but nothing happens. Windows doesn't detect it.
A: Try a different USB Port on your computer. Remember that the USB Gun will only work on Windows 98 Second Edition, Windows ME, Windows 2000 and Windows XP. Older versions of Windows are not supported. Also make sure that your USB ports are not disabled in your system BIOS. Finally, make sure you have the latest version of DirectX installed on your system.

Q: The gun was working previously, but has now stopped functioning.
A: Check your USB cable connection. The most common cause for a sudden loss of functionality is a loose cable or you have press the Enable/Disable button by mistake.

CUSTOMER SATISFACTION, WARRANTY AND RETURN INFORMATION

Your satisfaction is our top priority. If you are not 100% satisfied with your ACT LABS product, you may return it for a replacement or refund within 30 days of the delivery date.

NOTE: This return policy is only in effect for merchandise purchased from www.act-labs.com. Products purchased from our retail partners shall abide by the return policies of the retailer.

Your ACT Labs Product is warranted against defects in materials and workmanship for 90 days from the delivery date of the product.

ALL returns, for any reason, must be pre-authorized by ACT LABS and be accompanied by a Return Merchandise Authorization (RMA) number.

To obtain an RMA number for technical reasons, contact our Technical Support staff at techsupport@act-labs.com

To obtain an RMA number for non-technical reasons, contact our Sales staff at sales@act-labs.com

If any product is returned to ACT LABS without an RMA number, then ACT LABS has the right to refuse acceptance of the items and send the product back to the customer freight collect.

ACT LABS is not responsible for any damages that happen to occur during shipping or as a result of improper packaging. ACT LABS reserves the right to deduct 20% from any applicable refund if goods are received damaged.

This does NOT include returns resulting from the customer's inability to install or use any ACT LABS product, drivers, or bundled software owing to computer or game-console hardware or software misconfiguration, defect, or other incompatibility with the ACT LABS product, drivers, or bundled software.
The customer is responsible for all shipping costs back to our return centers or repair facilities.

TECHNICAL SUPPORT

If you require help installing or troubleshooting your ACT staff by email or telephone.

Email: techsupport@act-labs.com

Hours of operation are Monday to Friday, 9:00 am to 5:00 PM, Pacific Standard Time. (GMT -8)